

2022 Fluid Systems Golf League Format

24 Players for 18 Weeks of Golf

- Each player will be playing match play golf against one opponent and will be paired with two additional players to form a foursome each week.
- Each player will start out using last year's handicap for the first two weeks. In week (3) we will recalculate the handicaps at 80% based on you scores for the previous two weeks. Then your handicap will be calculated each week with new scores add in.
- Handicap strokes will be given between the difference of each players handicap. Example: If you are a (5) handicap and you are playing against a (10) handicap, you will give up 5 strokes on the 5 hardest handicap holes on the course.
- We are playing a 20-point system. If you win the hole, you earn 2 points. If you tie the hole, each player receives 1 point. The player with the lower final score with handicap will earn the 2 points, if they tie with handicap included, then they will each receive 1 point.
- In the event that a player cannot make golf, it is up to him to secure a sub for him for the night. We will do our best to provide a sub list and update it throughout the season. The list will be available on the website: <https://www.rayressler.com/fluidsystems/>. But ultimately, it is going to be up the individual missing to get a sub. The subs handicap will be calculated that night after the round at 80%, and the points will be figured out for the round.
- In the event a player does not have a sub, then we will calculate a handicap card with a three-stroke penalty added to the easiest handicap holes at the golf course. The cards will be calculated for the points won, but a missing player without a sub cannot be awarded any more than (8) points. The player present still has to earn points but will take no less than a minimum of (12) points. He can take more points if he wins more holes during the round.
- The **Top Four-Point** leaders after week 17 will play in the finals for the league championship in week 18. Those not making the playoff will have the Infamous Red Tee Scramble.
- There will be no more than (16) strokes given to your opponent for the 9-hole round. So, a (0) handicap golfer playing a 20-handicap golfer will only have to give up 16 strokes. He will give up 2 strokes on 7 holes and 1 stroke on each of the par 3 holes.
- If your ball somehow finds the water hazards, then you may place your ball in the fairway, close to where it went in and add a stroke on the scorecard when the hole is finished.
- Unless the sand traps are maintained properly, then we will not play out of them. You can take a drop behind the trap, keeping the sand trap between you and the green. The management of the league will decide at the start of the round if traps will be in play or not.
- The most you can take on any hole is double par. (6) on a par 3, (8) on a par 4 and (10) on par 5's.

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- All subs will be required to pay \$15.00. These funds will be used to help cover some of the costs for our end of the year outing.
- When we have **Skins with Handicaps**, you will need to keep two scores. Your actual score and then your score with the handicap taken into consideration. If you are a 9-handicap golfer, then you will get one stroke on each hole. If you are a 10 or more-handicap golfer, then you will receive (9) strokes + every additional stroke above 9 in your handicap. So, a 12-handicap golfer will receive 9 + 3 additional strokes. The extra strokes will be calculated on the hardest handicap holes for the nine we are playing. Again, the most strokes you can get is (16).
- Gimmie putt will be entirely left up to your opponent. Remember this is a fun league and it will be helpful to speed up play to not make someone make a 2' – 3' putt.
- Each week we will collect **(\$5.00 per player for the nights gimmicks-mandatory)**. The breakdown is (\$3.00 for skins & \$2.00 for CTP). Mark or Ray will collect the fees for the gimmicks prior to each round. All subs are eligible to participate in the gimmicks, but it is not mandatory for them. We will also have **Mystery Drawings** each week. The fee is \$1.00 per player. This is not a mandatory gimmick. We will draw out a score, and if you match it, you will win the pot.
- We will also have the **50/50 Drawing** each week, which is \$5.00. This is not mandatory, but the money collected does go towards our end of the year outing costs. Ray will be in charge of collecting the money for the 50/50 each week. The winner from the previous week will be required to sell the 50/50 the following week.
- For anyone that wants to participate in the **Closest to the Pin** for the season, then the cost is \$10.00 per player. Ray will collect the fees no later than week 2, but you must commit to Mark or Ray if you want to participate on the first week of golf.
- The **One Club Rule**: A player may move his ball one club length of where his ball lies on any shot. He cannot move the ball out of any hazard (water or out of bounds). Oh, and remember, your 25-foot expandable retriever does not count as a club.
- We may mix in some different style formats throughout the season. A possible Scramble, a team (Specimen Cup) Ryder style, and anything else we may want to add in.
- If you are 70 years or older, you are entitled to play from the Senior Tees (Gold Tees at GH). You still have the option of playing from the white tees if you want to. Keep in mind though, that if you begin on the white tees, you must finish on the white tees. If you start on the gold tees, then you finish on the gold tees.
- These rules were adopted and approved by the League Management for the 2022 Season

Mark Steiner-President
Ray Ressler-League Secretary